

FIG. 1

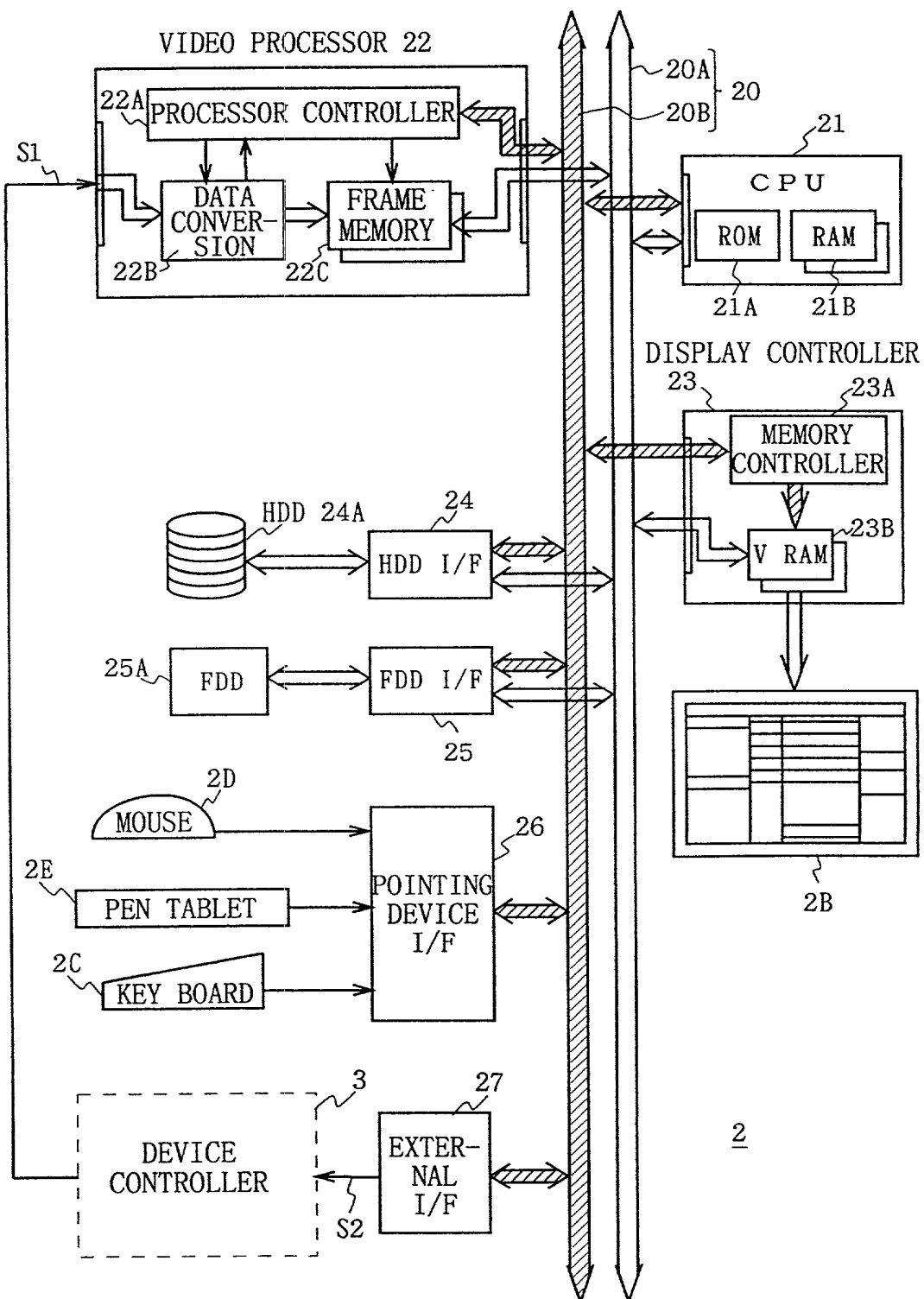


FIG. 2

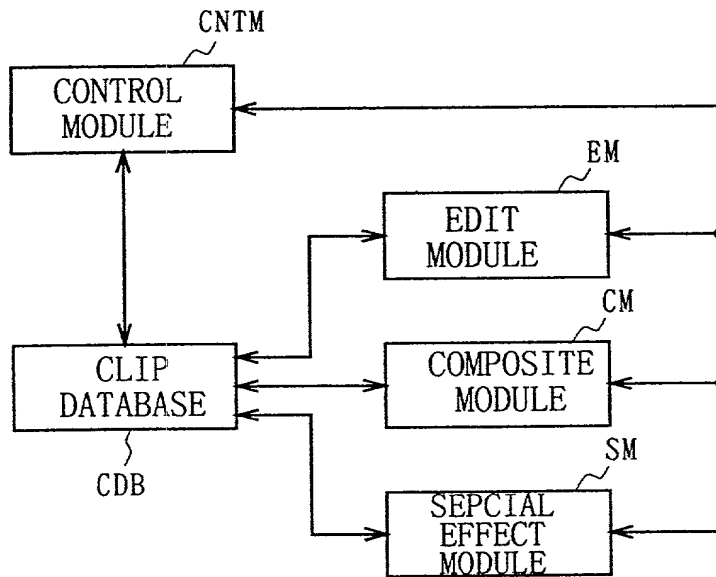


FIG. 3

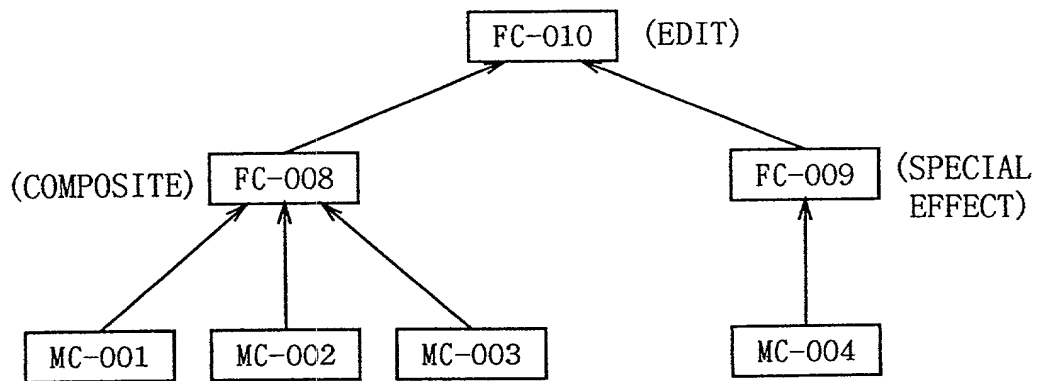


FIG. 4

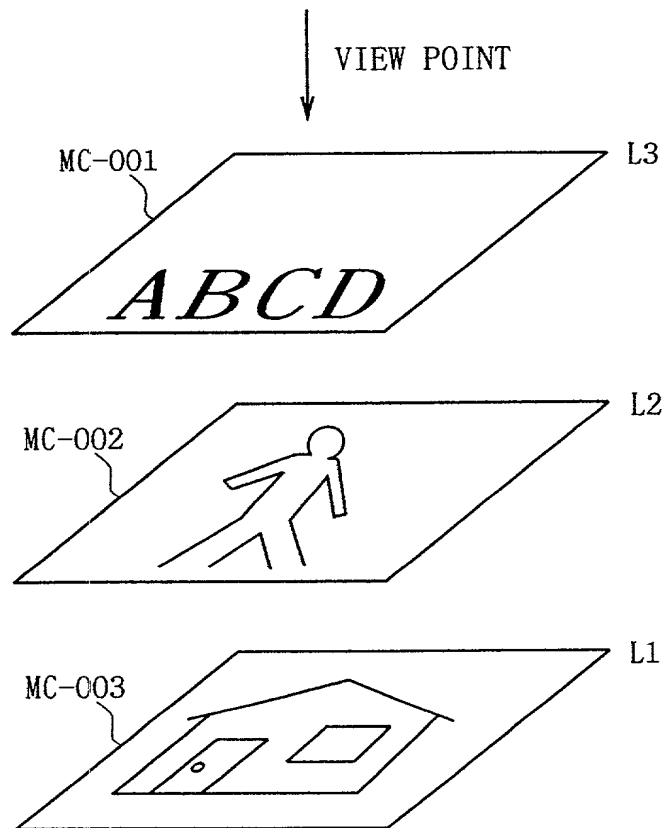


FIG. 5

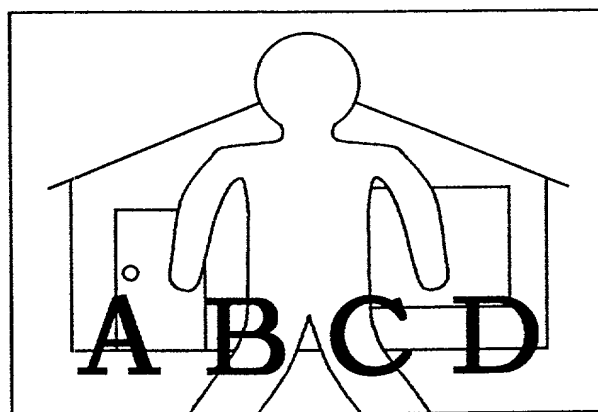


FIG. 6

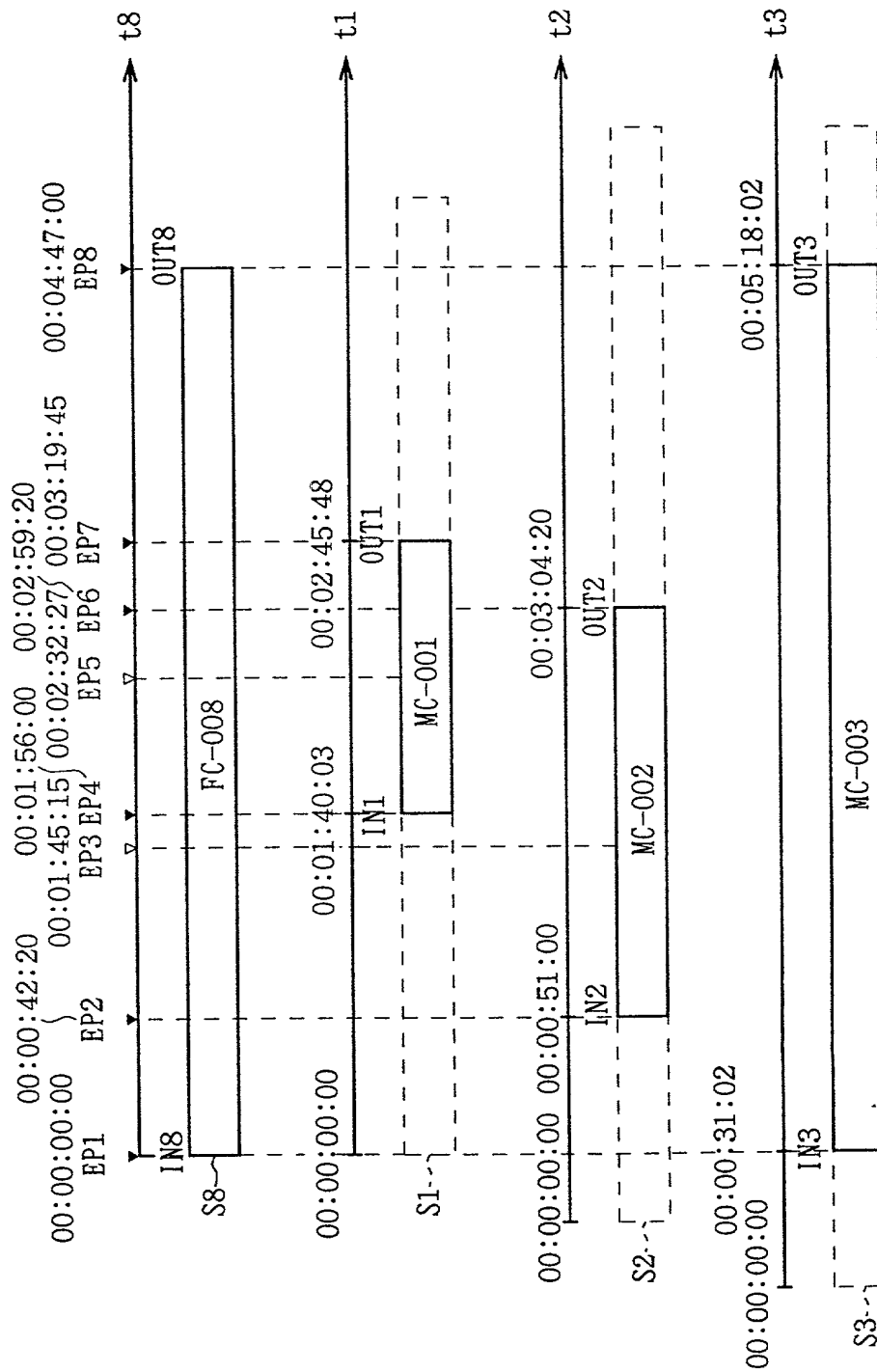


FIG. 7

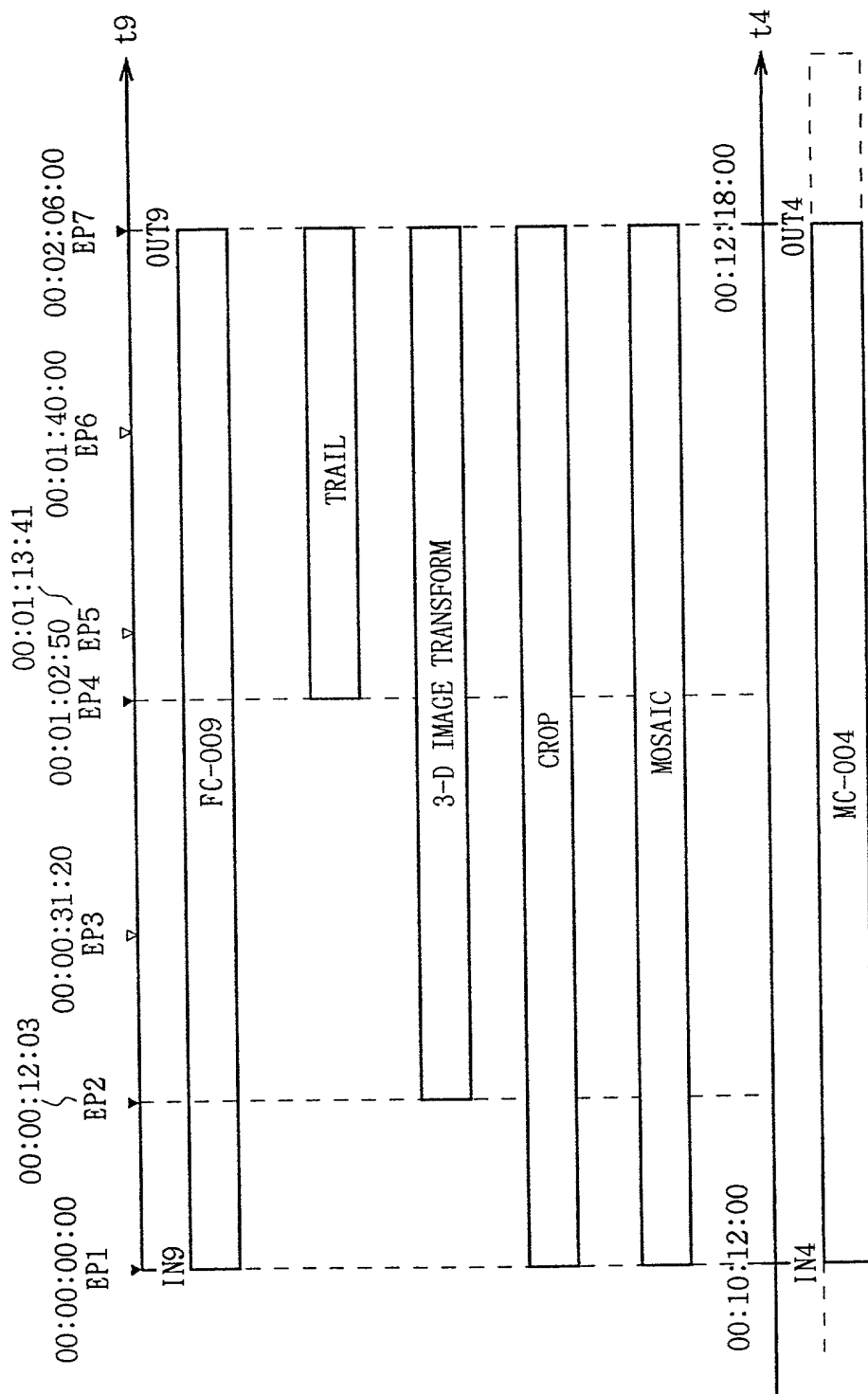


FIG. 8

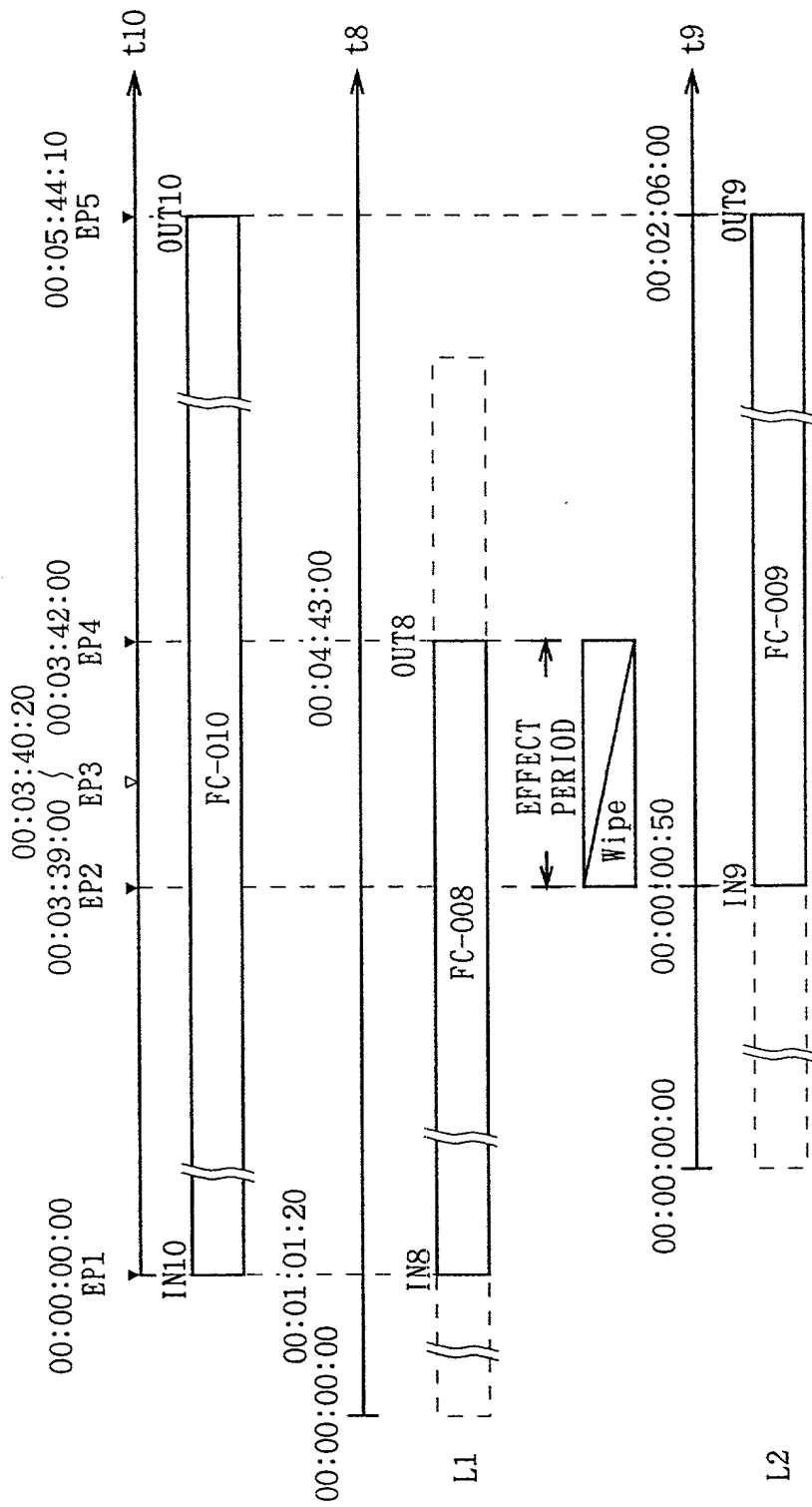


FIG. 9

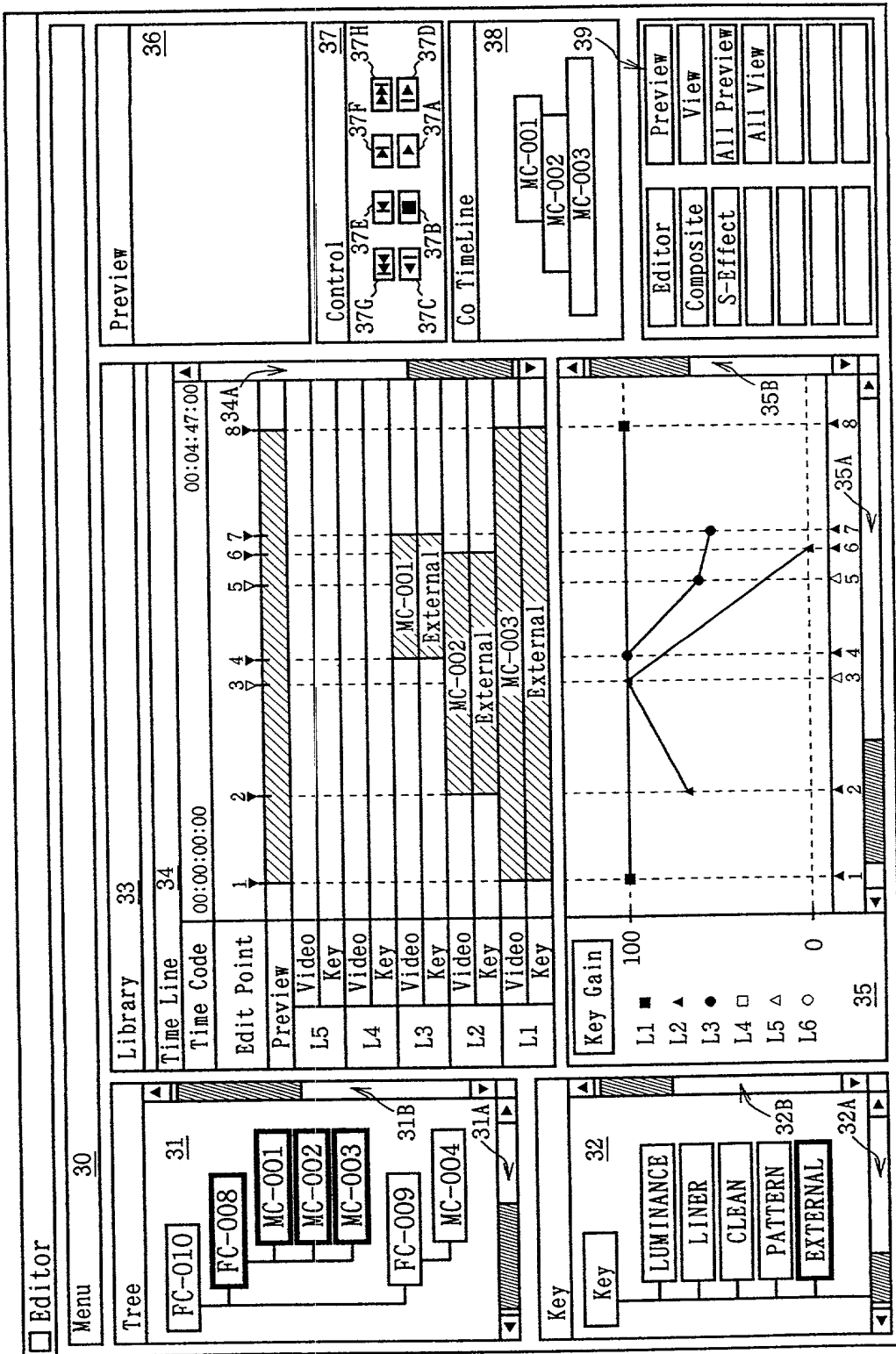


FIG. 10



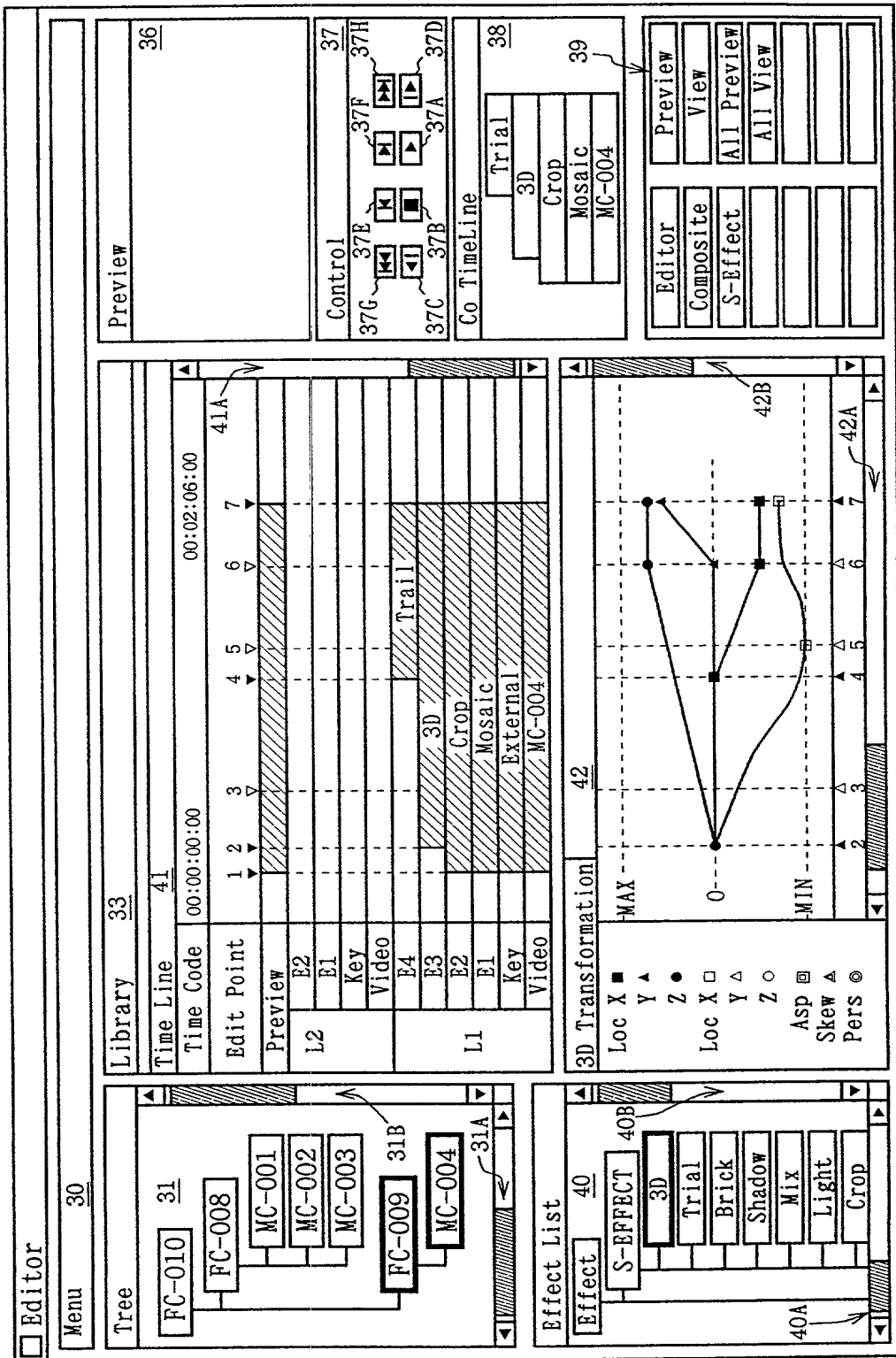


FIG. 11

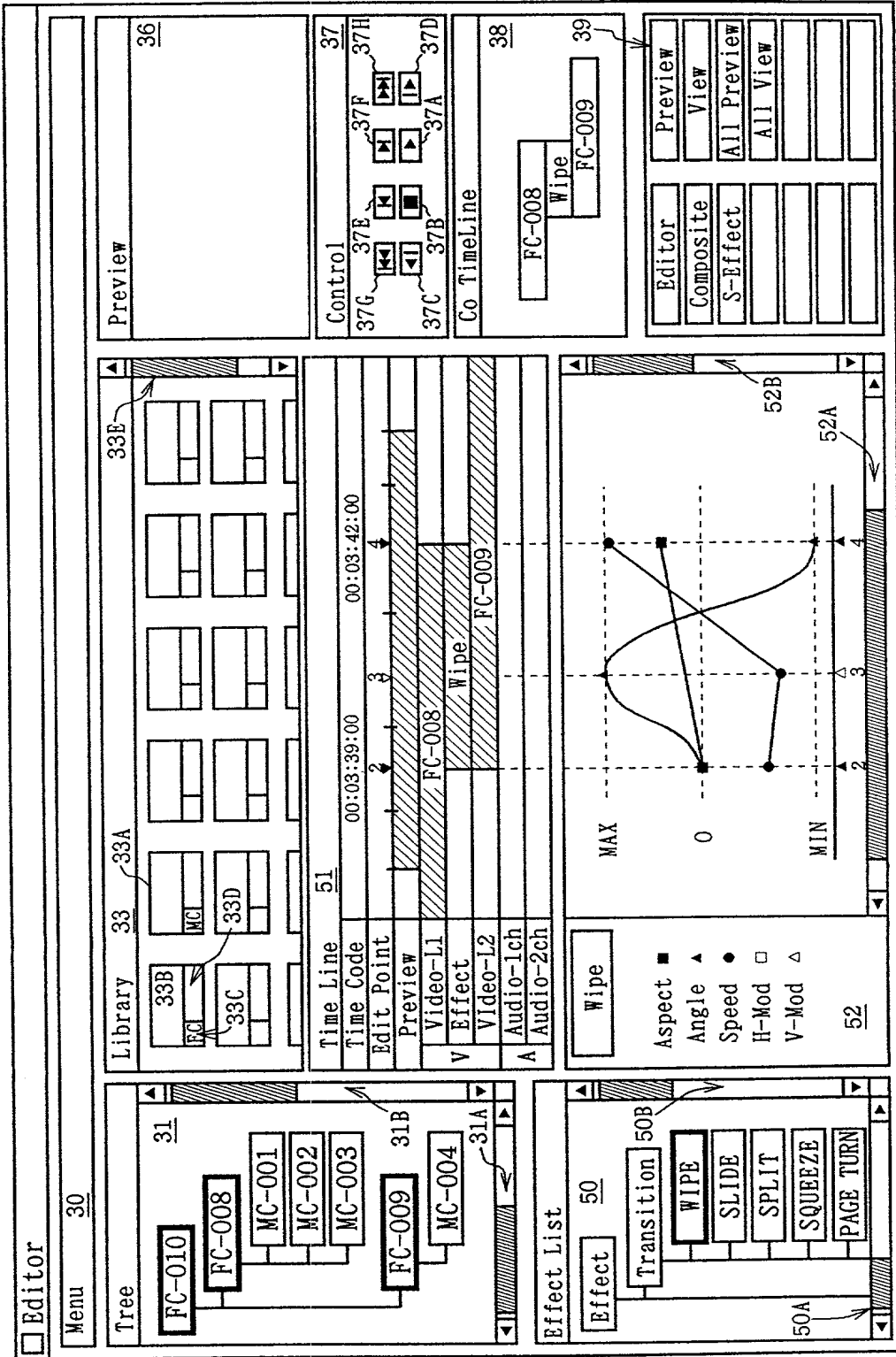


FIG. 12

CLIP ID CODE	CLIP NAME	AT- TRIB- UTE	POINTER TO IMAGE DATA	DURATION	PARENT LINK ID CODE	CHILD LINK ID CODE			ENABLE/ DISABLE FLAG	WORK DATA		
						L 1	L 2	L 3		MODULE ID CODE	EDITING POINT DATA	IMAGE PROCESSING DATA
001	MC-001	M	8 byte	00:08:02:10	008				E			
002	MC-002	M	8 byte	00:05:11:00	008				E			
003	MC-003	M	8 byte	00:10:55:01	008				E			
004	MC-004	M	8 byte	00:20:31:07	009				E			
005	MC-005	M	8 byte	01:02:20:29					D			
006	MC-006	M	8 byte	00:00:10:00					D			
007	MC-007	M	8 byte	00:02:28:18					D			
008	FC-008	F	8 byte	00:04:47:00	010	003	002	001	E	C	EDIT P DATA	COMP DATA
009	FC-009	F	8 byte	00:02:06:00	010	004			E	S	EDIT P DATA	S-EFFECT DATA
010	FC-010	F	8 byte	00:05:44:10	000	008	009		E	E	EDIT P DATA	EDIT DATA

FIG. 13

CLIP ID CODE	CLIP NAME	PARENT LINK ID CODE	CHILD LINK ID CODE			ENABLE/ DISABLE FLAG	WORK DATA		
			L 1	L 2	L 3		MODULE ID CODE	EDITING POINT DATA	IMAGE PROCESSING DATA
001	MC-001	008				E			
002	MC-002	008				E			
003	MC-003	008				E			
004	MC-004	009				E			
005	MC-005					D			
006	MC-006					D			
007	MC-007					D			
008	FC-008	010	003	002	001	E	C	EDIT P DATA	COMPOSITE DATA
009	FC-009	010	004			E	S	EDIT P DATA AFTER MODIFICATION	S-EFFECT DATA AFTER MODIFICATION
010	FC-010	000	008	009		E	E	EDIT P DATA	EDIT DATA
009BK1	FC-009BK1	010	004			D	S	EDIT P DATA BEFORE MODIFICATION	S-EFFECT DATA BEFORE MODIFICATION

FIG. 14

EDITING POINT DATA										
008	EDIT- ING POINT	I D	EP 1	EP 2	EP 3	EP 4	EP 5	EP 6	EP 7	EP 8
		TIME CODE	00:00:00:00	00:00:42:20	00:01:45:15	00:01:56:00	00:02:32:27	00:02:59:20	00:03:19:45	00:04:47:00
	L 1	IN	00:00:31:02							00:05:18:02
		OUT								
	L 2	IN		00:00:51:00						
		OUT						00:03:04:20		
	L 3	IN				00:01:40:03				
OUT								00:02:45:48		

FIG. 15

EDITING POINT DATA									
009	EDIT- ING POINT L 1	I D TIME CODE IN OUT	EP 1	EP 2	EP 3	EP 4	EP 5	EP 6	EP 7
			00:00:00:00	00:00:12:03	00:00:31:20	00:01:02:50	00:01:13:41	00:01:40:00	00:02:06:00
			00:10:12:00						00:12:18:00

FIG. 16

EDITING POINT DATA									
	EDIT- ING POINT	I D	TIME CODE						
			IN	OUT	EP 1	EP 2	EP 3	EP 4	EP 5
010	L 1	IN	00:00:00:00	00:03:39:00	00:03:40:20	00:03:42:00	00:05:44:10		
			00:01:01:20						
	L 2	IN		00:00:00:50					
							00:02:06:00		
		OUT							

FIG. 17

COMPOSITE DATA										
008	EDITING POINT ID	EP 1	EP 2	EP 3	EP 4	EP 5	EP 6	EP 7	EP 8	
	L1 COMPOSITE GAIN	100	--	--	--	--	--	--	100	
	L2 COMPOSITE GAIN		59	100	--	--	0			
	L3 COMPOSITE GAIN				100	67	--	51		

FIG. 18





EDIT DATA									
010	EFFECT ID	0001							
	EDIT P ID	EP1	EP2	EP3	EP4	EP5			
	A s p e c t		0	--	+25				
	A n g l e		0	+180	-180				
	S p e e d		20	20	100				
	H - M o d		0	--	0				
	V - M o d		0	--	0				

FIG. 20

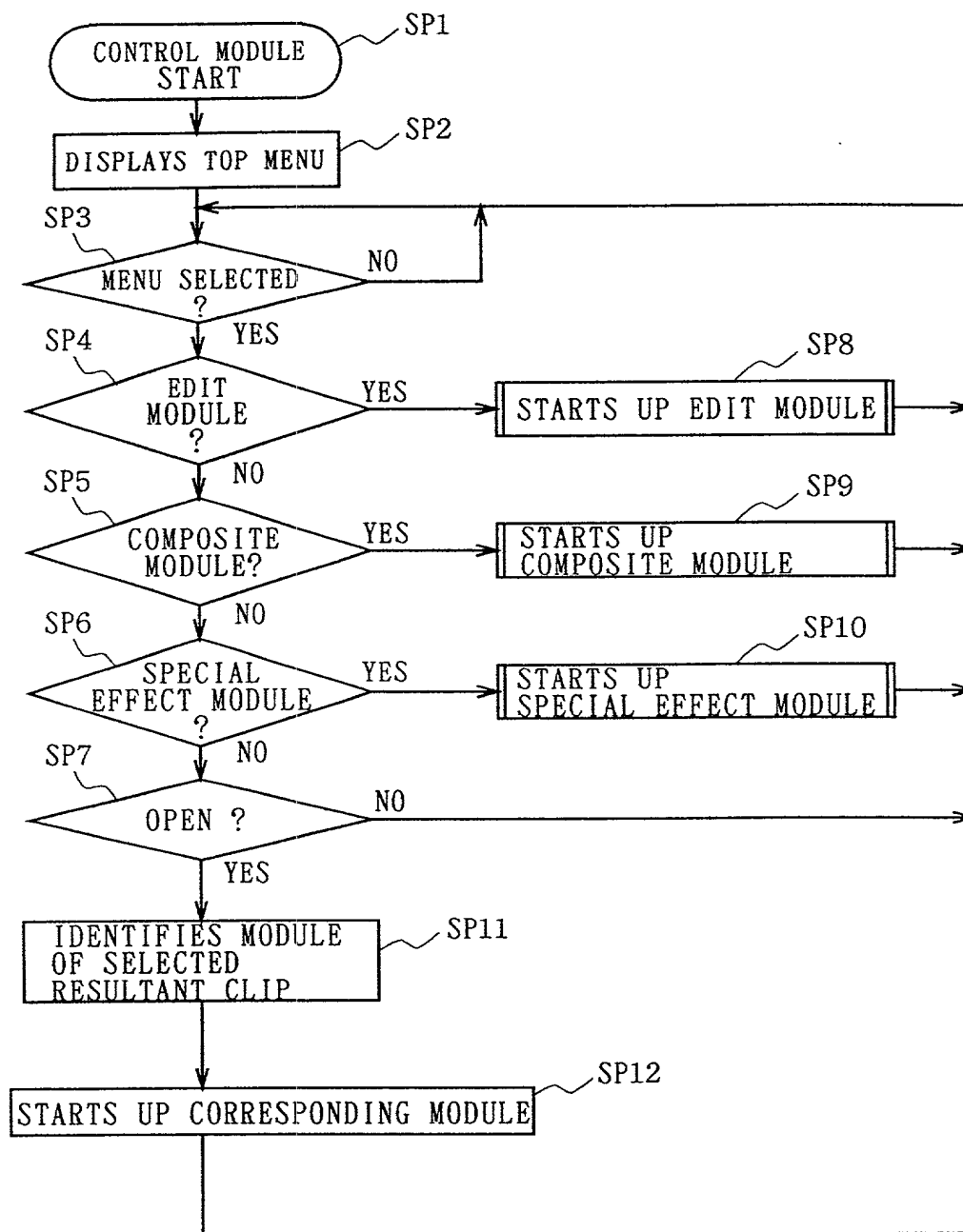


FIG. 21

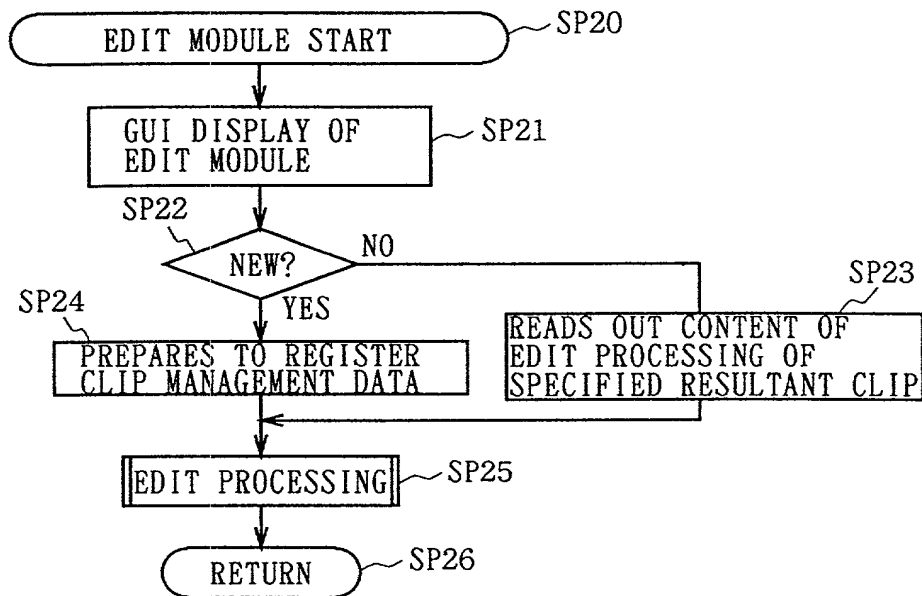


FIG. 22

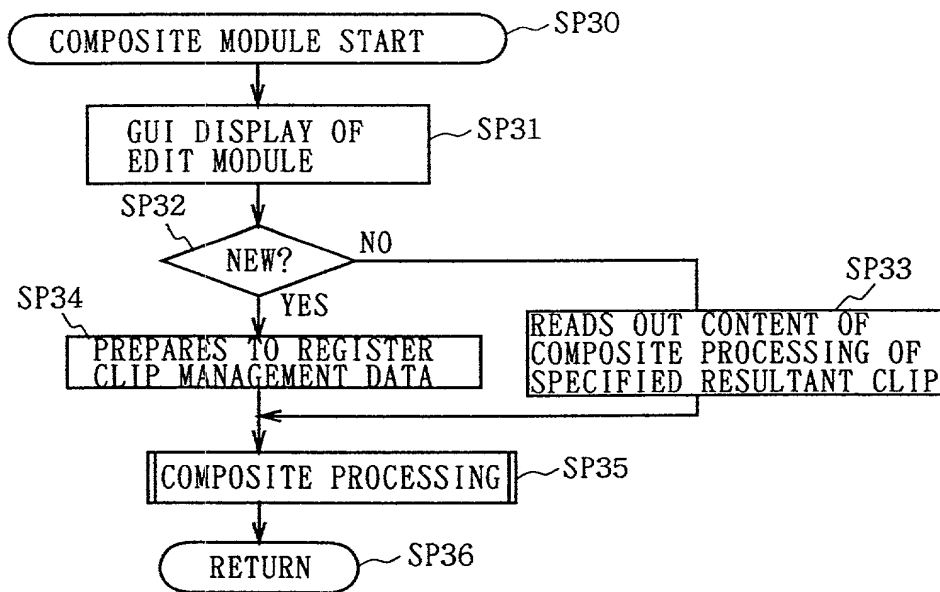


FIG. 23

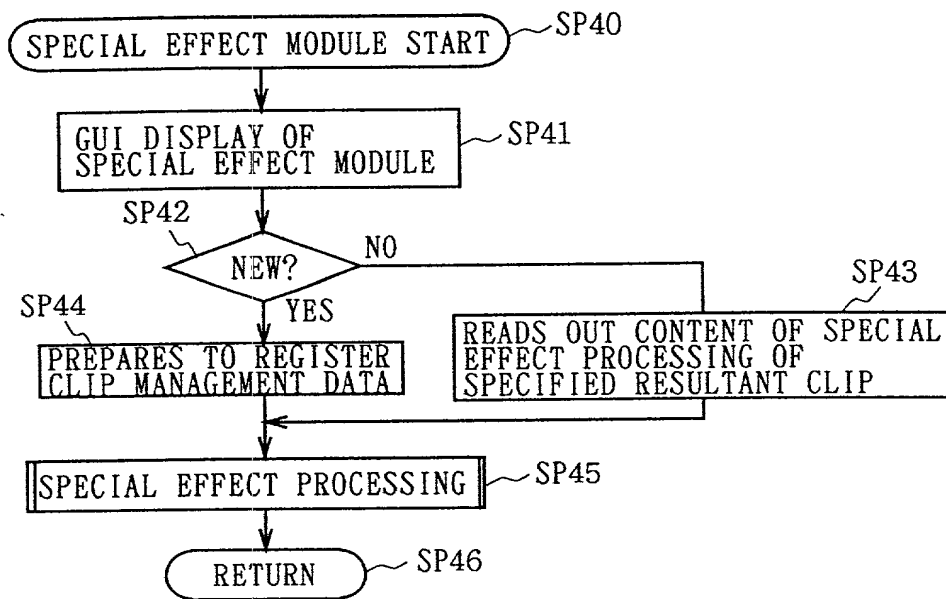


FIG. 24

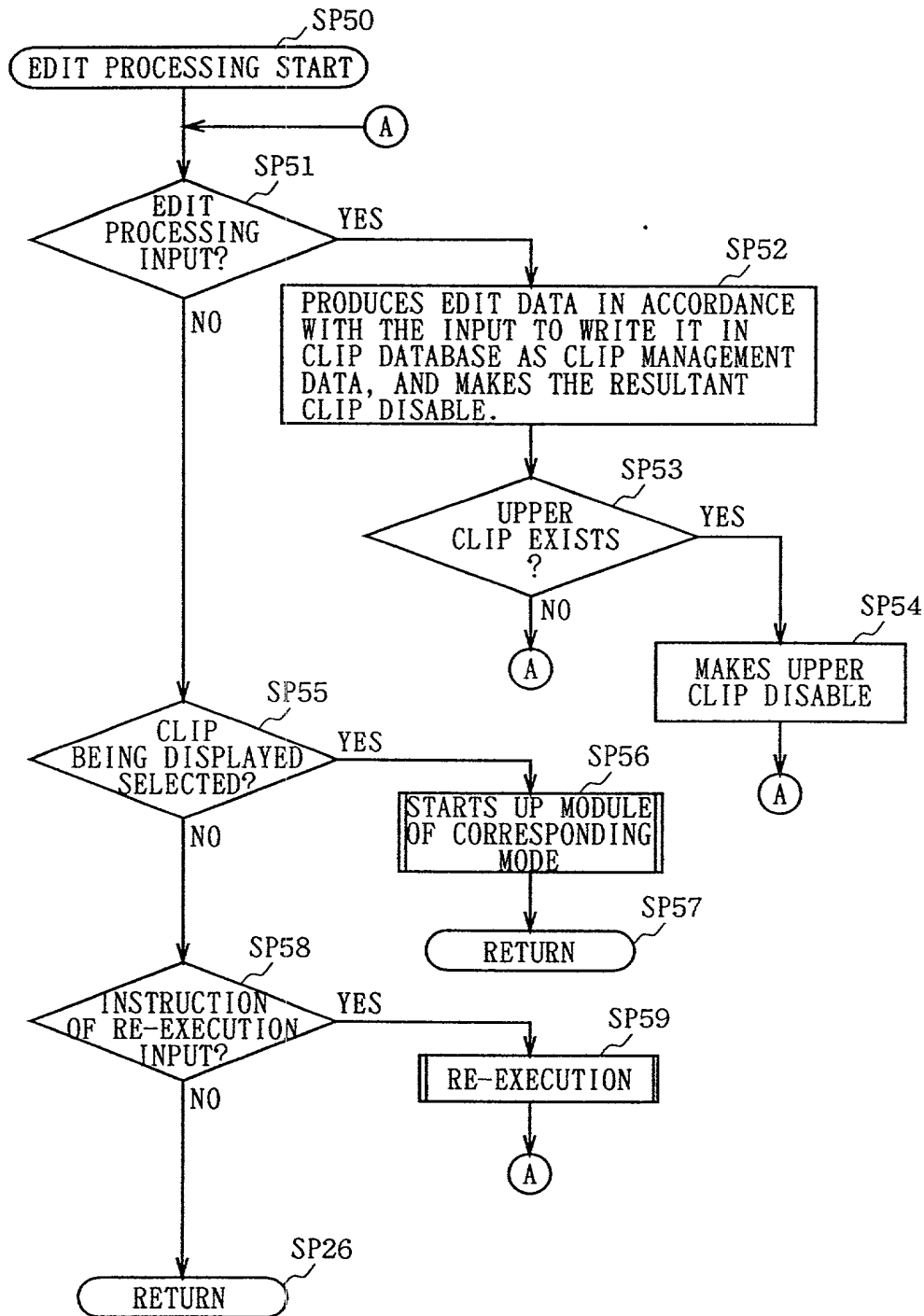


FIG. 25

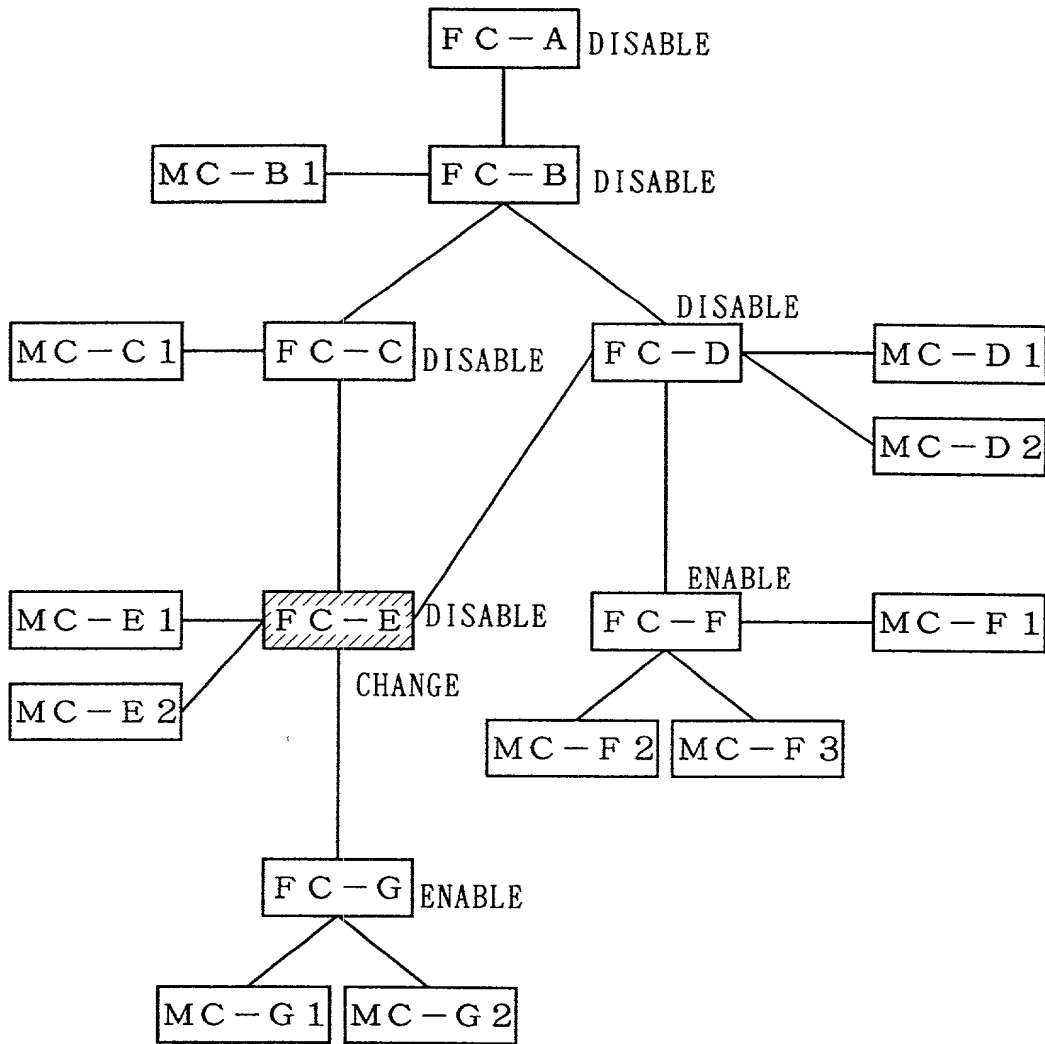


FIG. 26

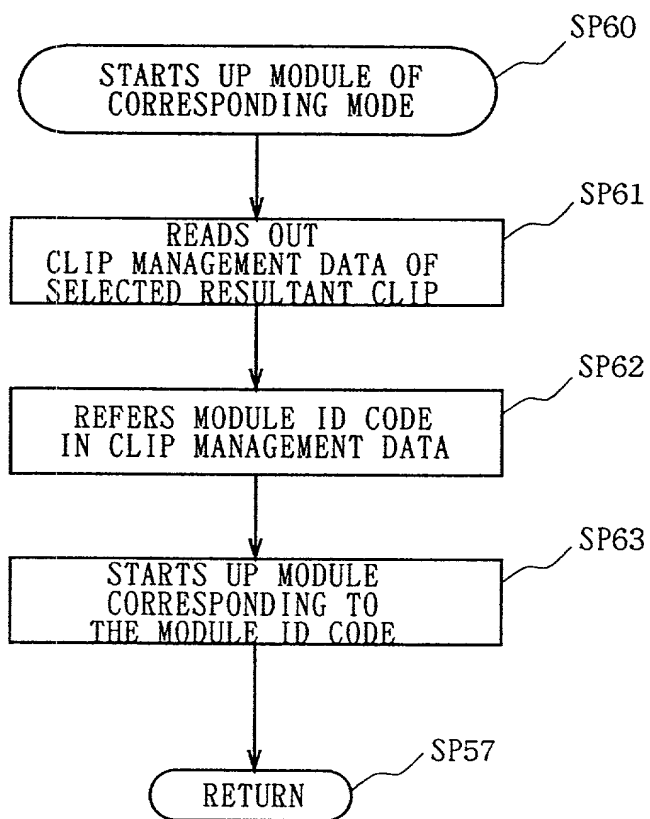


FIG. 27



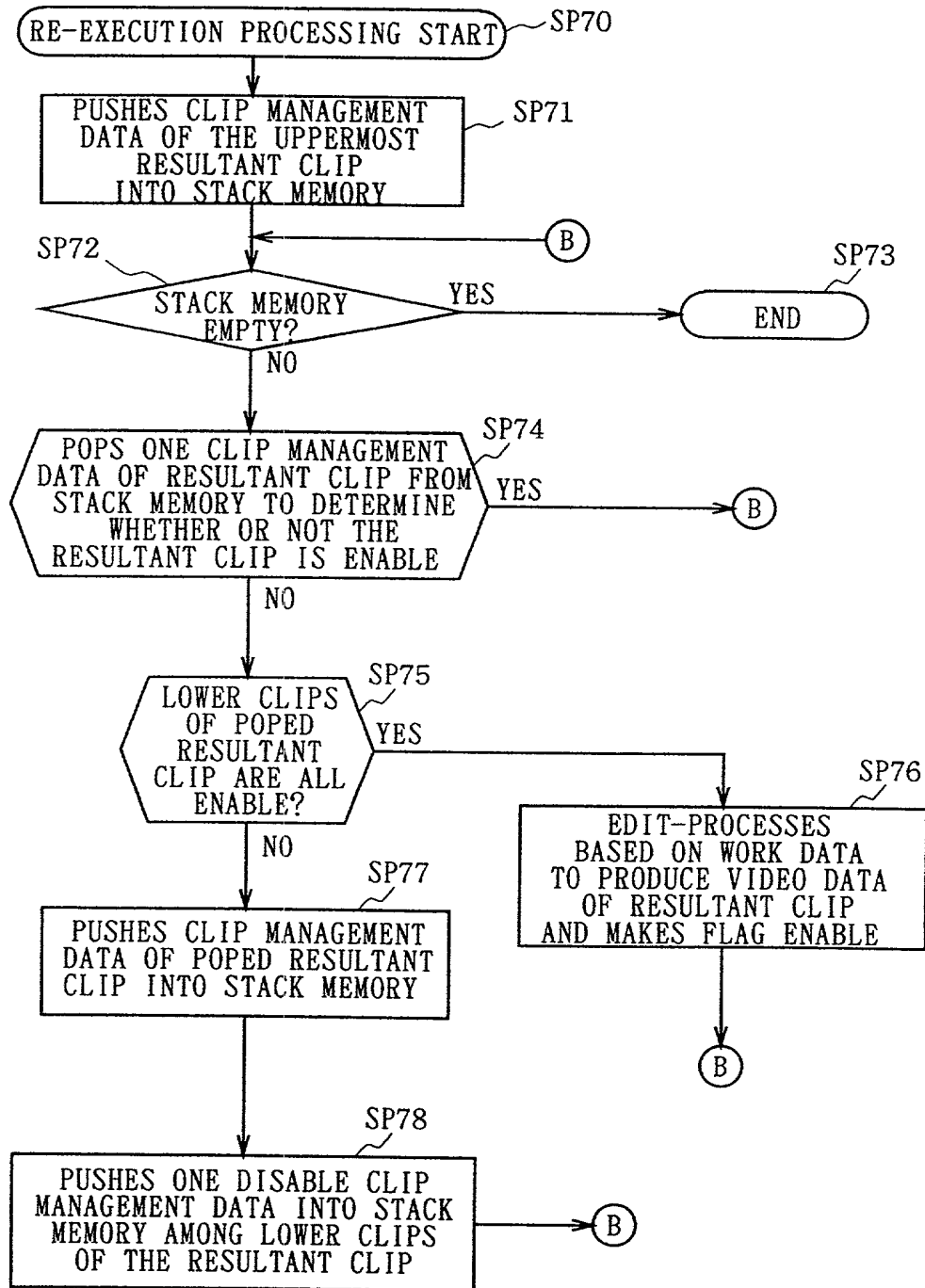


FIG. 28

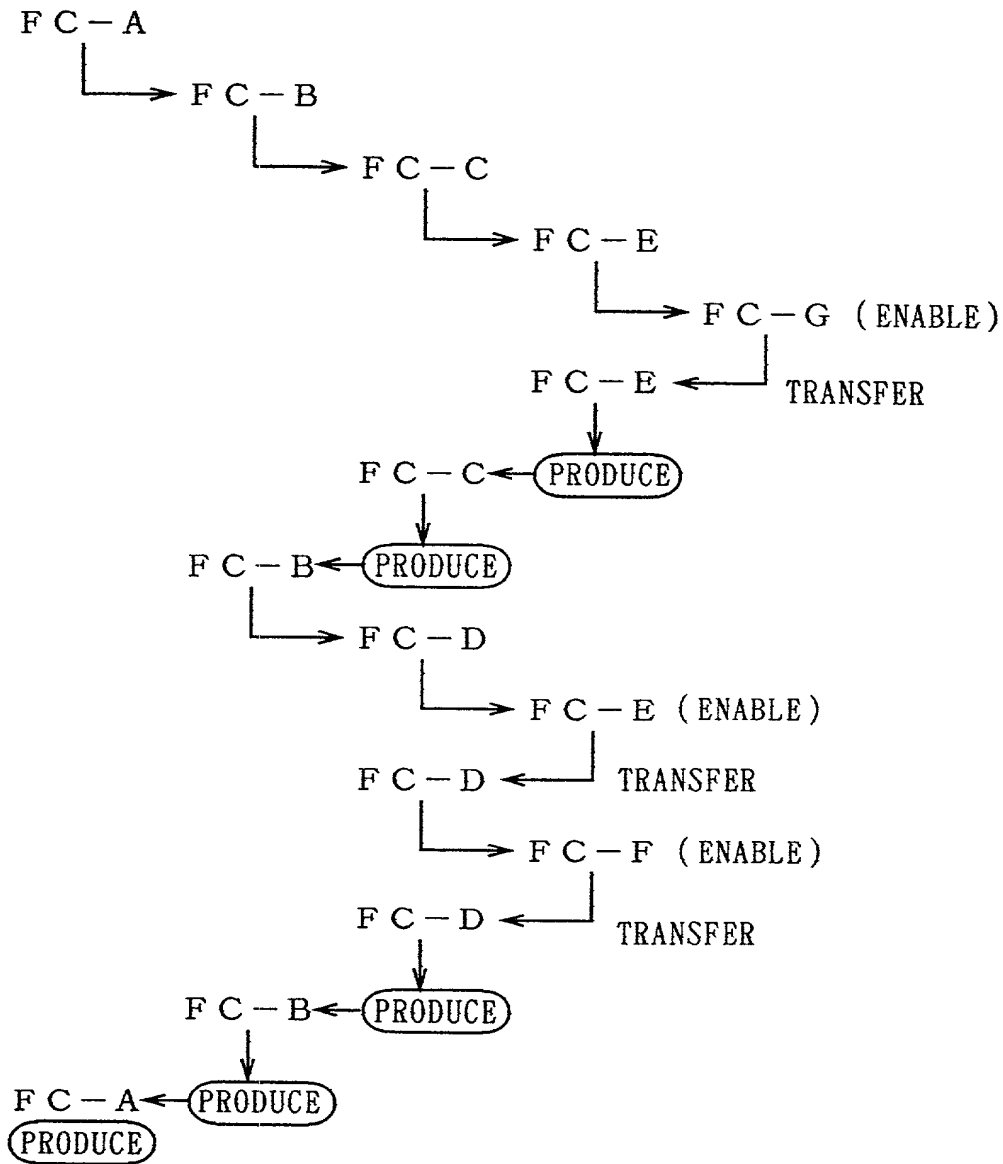


FIG. 29

## DESCRIPTION OF REFERENCE NUMERALS

1...editing system, 2...work station, 2A...body, 2B...display, 2C...key board, 2D...mouse, 2E...pen tablet, 3...device controller, 4...exclusive controller, 5...video disk recorder, 6...video tape recorder, 7...switcher, 8...video camera, 9...digital multi-effector, 10...monitor, 11...audio mixer, 20...system bus, 21...CPU, 21A...ROM, 21B...RAM, 22...video processor, 23...display controller, 24...HDD interface, 25...FDD interface, 26...pointing device interface, 27...external interface, 30...menu window, 31...clip tree window, 32...key window, 33...library window, 34, 41, 51...time line window, 35...parameter setting window, 36...preview screen display window, 37...device control window, 38...edit content display window, 39...control command window, 40, 50...effect selection window, 42, 52...parameter setting window.